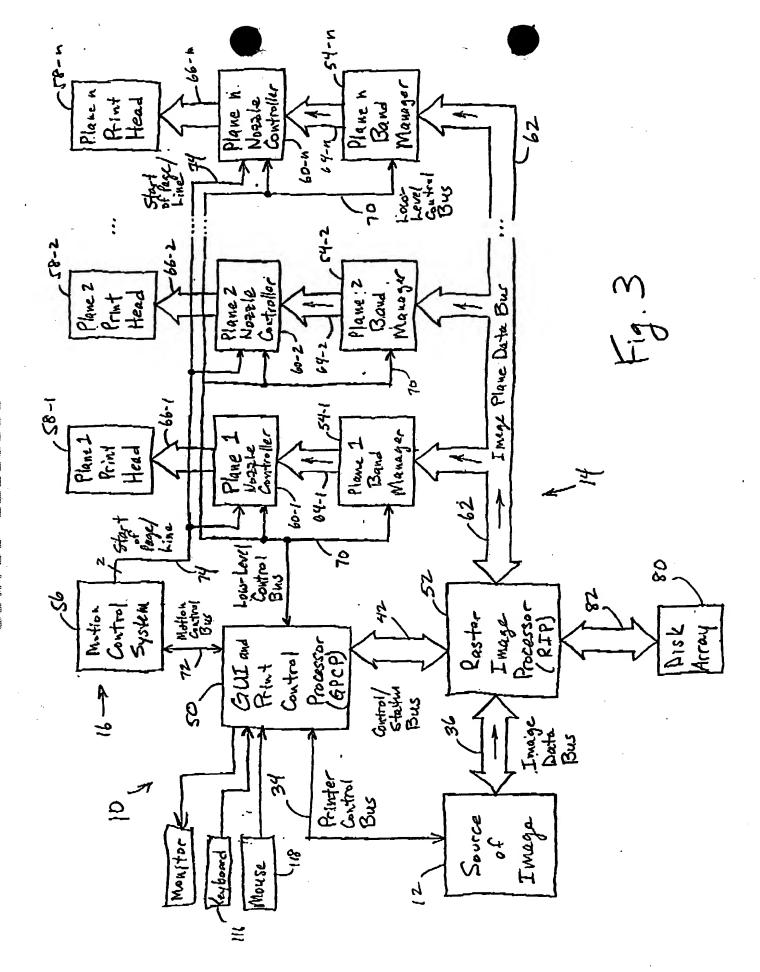
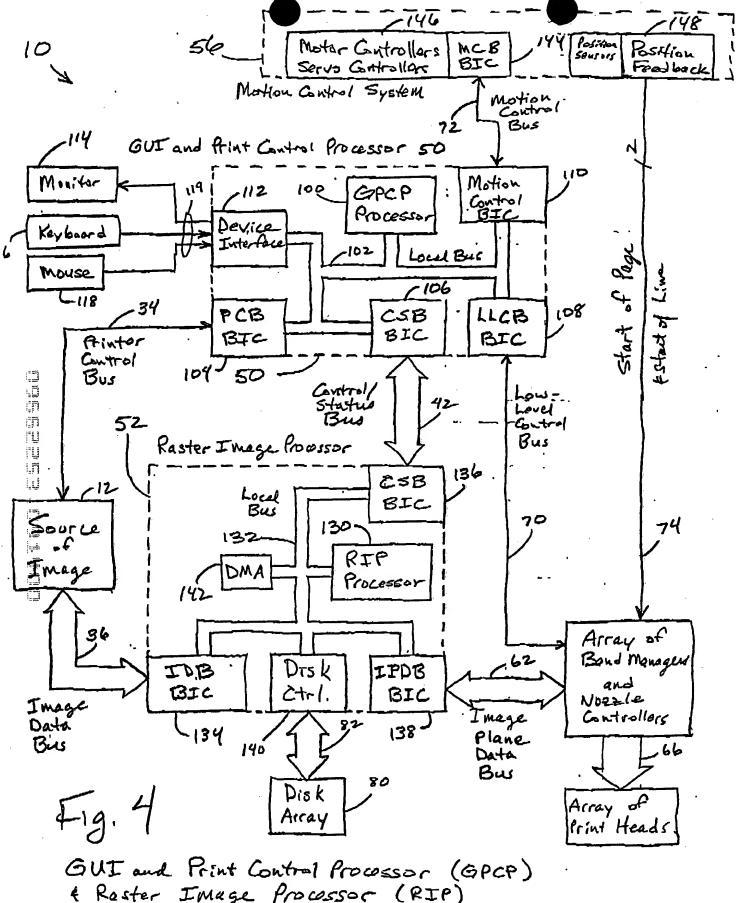
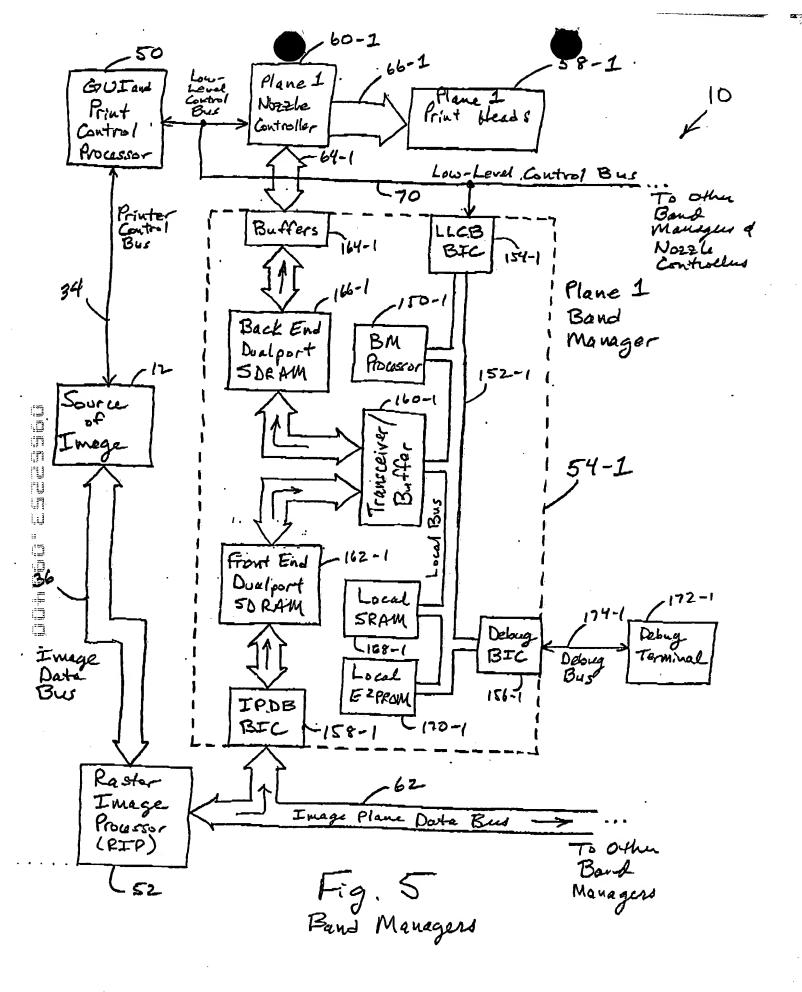


Fig. 2

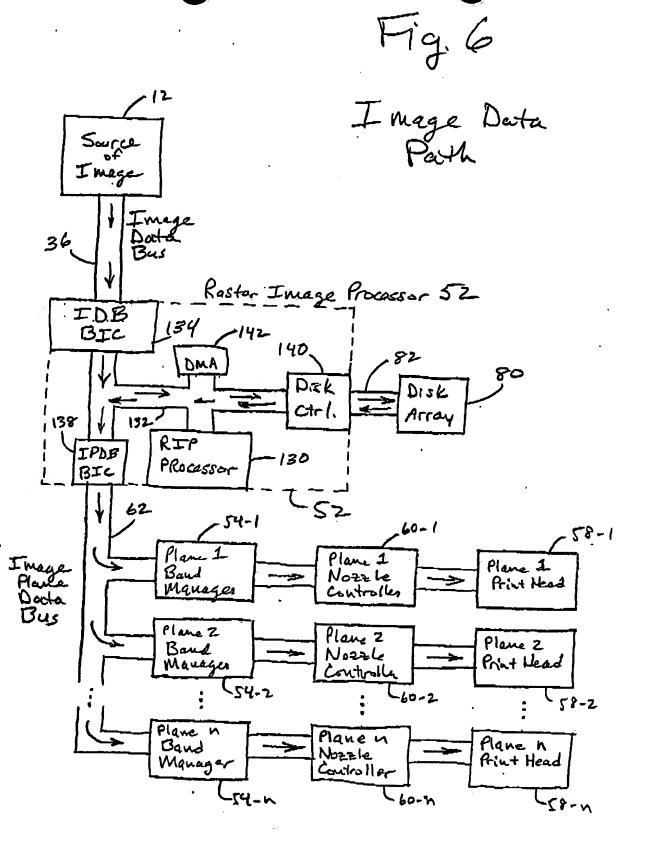




& Roster Image Processor (RIP)



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- Start of page		Job #4 Processed by RIP and Transferred to Band Managers	Job #3 Processed by Band Managers and Transferred to Nozzle Controllers	Job #2 Processed by Nozzle Controllers and Output to Print Heads	Epoch 5
start of lags.	Job #4 Downloaded from Image Source	Job #3 Processed by RIP and Transferred to Band Managers	Job #2 Processed by Band Managers and Transferred to Nozzle Controllers	Job #1 Processed by Nozzle Controllers and Output to Print Heads	Epoch 4
	Job #3 Downloaded from Image Source	Job #2 Processed by RIP and Transferred to Band Managers	Job #I Processed by Band Managers and Transferred to Nozzle Controllers	Epsod 3	· .
- Stay of lage	Job #1 Downloaded   Job #2 Downloaded from Image Source   from Image Source	Job #1 Processed by RIP and Transferred to Band Managers	Epoche		
- A to to	Job #1 Downloaded from Image Source	Epoch 1			

Elapsid Time



